IN THE CLAIMS:

The text of all pending claims are set forth below. Cancelled and withdrawn claims are indicated with claim number and status only. The claims as listed below show added text with underlining and deleted text with ~~strikethrough~~. The status of each claim is indicated with one of (original), (currently amended), (previously amended), (cancelled), (withdrawn), (new), (previously added), (reinstated - formerly claim #), (previously reinstated), (re-presented - formerly dependent claim #) or, (previously re-presented).

~~P~~lease AMEND the claims in accordance with the following:

1. (currently amended) An information processing apparatus comprising a memory device and a processor, said memory device having a first memory area for storing data inputted by a user and a second memory area for storing data representative of a plurality of respective three-dimensional virtual worlds;

said processor causing an image of a first three-dimensional virtual world to be displayed on a display, data representative of said first virtual world being stored in said second memory area, said first virtual world including ~~a~~ predefined objects and an avatar ~~selected~~ controlled by said user, said objects being associated with respective ~~a~~ specific items of content, said avatar being controlled to act in said first virtual world by said user;

said processor storing, in said first memory area, ~~a~~ positions of said avatar in said first virtual world that are ~~is~~ inputted by said user;

said processor analyzing the action of said avatar in said first virtual world to derive ~~a~~ weighted features of said user from the positions and behaviors of said avatar relative to positions of said predefined objects in said first virtual world, and variably determine, in accordance with said derived weighted features, a second three-dimensional world which includes ~~an~~other objects, said other objects having ~~a~~ respective specific optimal items of content and ~~a~~ respective specific optimal positions in said second virtual world, for said derived weighted features; and

said processor allowing an image of said second virtual world to be displayed on said display.

2. (original) The information processing apparatus according to claim 1, wherein a set of definition data of said second virtual world is selected from sets of definition data of said respective virtual worlds.

3. (cancelled)

4. (currently amended) The information processing apparatus according to claim 1, wherein ~~the~~ a further weighted feature of said user is derived from a message inputted by said user to determine said second virtual world.

5. (currently amended) The information processing apparatus according to claim 1, wherein ~~the~~ a further weighted feature of said user is derived from data related to said user to determine said second virtual world.

6. (original) The information processing apparatus according to claim 1, wherein said second virtual world includes said avatar.

7. (cancelled)

8. (currently amended) The information processing apparatus according to claim 1, wherein definition data of said second virtual world is accessed with ~~the~~ a URL.

9. (currently amended) An information processing apparatus comprising a memory device and a processor, said memory device having a first memory area for storing data inputted by a user and a second memory area for storing data representative of a plurality of respective three-dimensional virtual worlds;

said processor providing definition data of a first three-dimensional virtual world stored in said second memory area to an information processing terminal of said user, said first virtual world including ~~a~~ predefined objects and an avatar ~~selected~~ controlled by said user, said objects being associated with ~~a~~ respective specific items of content, said avatar being controlled to act in said first virtual world by said user;

said processor storing, in said first memory area, ~~a~~ positions of said avatar in said first virtual world that are ~~is~~ inputted by said user;

said processor analyzing the action of said avatar in said first virtual world to derive ~~an~~ weighted interests of said user from the positions and behaviors of said avatar relative to positions of said predefined objects in said first virtual world, and variably determine a second three-dimensional virtual world including ~~an~~other objects in accordance with said derived weighted interests, said other objects having ~~a~~ respective specific optimal items of content and ~~a~~ respective specific optimal positions in said second virtual world, for said derived weighted interests; and

said processor providing data associated with said second virtual world to said user information processing terminal.

10. (original) The information processing apparatus according to claim 9, wherein a set of definition data of said second virtual world is selected from sets of definition data of said respective virtual worlds.

11. (cancelled)

12. (currently amended) The information processing apparatus according to claim 9, wherein ~~the feature~~ a further weighted interest of said user is derived from a message inputted by said user to determine said second virtual world.

13. (currently amended) The information processing apparatus according to claim 9, wherein ~~the feature~~ a further weighted interest of said user is derived from data related to said user to determine said second virtual world.

14. (original) The information processing apparatus according to claim 9, wherein said second virtual world includes said avatar.

15. (cancelled)

16. (currently amended) The information processing apparatus according to claim 9, wherein the data associated with said second virtual world is ~~the~~ a URL for definition data of said second virtual world.

17. (original) The information processing apparatus according to claim 9, wherein the data associated with said second virtual world is definition data of said second virtual world.

18. (currently amended) A program stored in a recording medium, said program being for use in an information processing apparatus, said information processing apparatus comprising a memory device and a processor, said memory device having a first memory area for storing data inputted by a user and a second memory area for storing data representative of a plurality of respective three-dimensional virtual worlds, said program enabling said processor ~~to perform the steps of~~performing a process comprising:

causing an image of a first three-dimensional virtual world to be displayed on a display, data representative of said first virtual world being stored in said second memory area, said first virtual world including ~~a~~ predefined objects and an avatar ~~selected~~ controlled by said user, said objects being associated with a respective ~~a~~ specific items of content, said avatar being controlled to act in said first virtual world by said user;

storing, in said first memory area, ~~a~~ positions of said avatar in said first virtual world that are ~~is~~ inputted by said user;

analyzing the action of said avatar in said first virtual world to derive ~~a~~ weighted features of said user from the positions and behaviors of said avatar relative to positions of said predefined objects in said first virtual world, and variably determine a second three-dimensional virtual world including ~~an~~other objects in accordance with said derived weighted features, said other objects having ~~a~~ respective specific optimal items of content and ~~a~~ respective specific optimal positions in said second virtual world, for said derived weighted features; and

allowing an image of said second virtual world to be displayed on said display.

19. (original) The program according to claim 18, wherein a set of data representative of said second virtual world is selected from sets of the data representative of said respective virtual worlds.

20. (cancelled)

21. (currently amended) The program according to claim 18, wherein ~~the~~ a further weighted feature of said user is derived from a message inputted by said user to determine said second virtual world.

22. (currently amended) The program according to claim 18, wherein ~~the~~ a further weighted feature of said user is derived from data related to said user to determine said second virtual world.

23. (original) The program according to claim 18, wherein said second virtual world includes said avatar.

24. (cancelled)

25. (currently amended) The program according to claim 18, wherein the definition data of said second virtual world is accessed with ~~the~~ a URL.

26. (currently amended) A program stored in a recording medium, said program being for use in an information processing apparatus, said information processing apparatus comprising a memory device and a processor, said memory device having a first memory area for storing data inputted by a user and a second memory area for storing data representative of a plurality of respective three-dimensional virtual worlds, said program enabling said processor to perform ~~the steps of~~ a process comprising:

providing definition data of a first three-dimensional virtual world stored in said second memory area to an information processing terminal of said user, said first virtual world including ~~a~~ predefined objects and an avatar ~~selected~~ controlled by said user, said objects being associated with ~~a~~ respective specific items of content, said avatar being controlled to act in said first virtual world by said user;

storing, in said first memory area, ~~a~~ positions of said avatar in said first virtual world that ~~is~~ are inputted by said user;

analyzing the action of said avatar in said first virtual world to derive ~~an~~ weighted interests of said user from the positions and behaviors of said avatar relative to positions of said predefined objects in said first virtual world, and variably determine a second three-dimensional virtual world including ~~another~~ objects in accordance with said derived weighted interests, said other objects having ~~a~~ respective specific optimal items of content and ~~a~~ respective specific optimal positions in said second virtual world, for said derived weighted interests; and

providing data associated with said second virtual world to said user information processing terminal.

27. (original) The program according to claim 26, wherein a set of data representative of said second virtual world is selected from sets of the data representative of said respective virtual worlds.

28. (cancelled)

29. (currently amended) The program according to claim 26, wherein a further weighted interest ~~the feature~~ of said user is derived from a message inputted by said user to determine said second virtual world.

30. (currently amended) The program according to claim 26, wherein a further weighted interest ~~the feature~~ of said user is derived from data related to said user to determine said second virtual world.

31. (original) The program according to claim 26, wherein said second virtual world includes said avatar.

32. (cancelled)

33. (original) The program according to claim 26, wherein the data associated with said second virtual world is the URL for definition data of said second virtual world.

34. (original) The program according to claim 26, wherein the data associated with said second virtual world is definition data of said second virtual world.

35. (currently amended) A method of generating a variable three-dimensional virtual world, comprising ~~the steps of~~:

storing data inputted by a user in a memory device,

storing data representative of a plurality of respective three-dimensional virtual worlds,

causing an image of a first three-dimensional virtual world to be displayed on a display, data representative of said first virtual world, said first virtual world including predefined objects and an avatar controlled by said user, said objects being associated with a respective specific items of content, said avatar being controlled to act in said first virtual world by said user,

storing positions of said avatar in said first virtual world that are inputted by said user,

~~analyzing said inputted data stored in said memory device to derive a feature~~,

analyzing the action of said avatar in said first virtual world to derive weighted features of said user from the positions and behaviors of said avatar relative to positions of said predefined objects in said first virtual world, and variably determine ~~ing~~ a second three-dimensional virtual world including other objects in accordance with said derived weighted features, said other objects having respective specific optimal items of content and respective specific optimal positions in said second virtual world, for said derived weighted features, and

presenting data associated with said ~~determined~~ second virtual world to a device of said user.

36. (original) The method according to claim 35, wherein said user inputted data is coordinate data and/or message data.

37. (original) The method according to claim 35, wherein the data associated with said second virtual world is the URL for definition data of said second virtual world.

38. (original) The method according to claim 35, wherein the data associated with said second virtual world is definition data of said second virtual world.

39. (new) A method for a three-dimensional virtual world, comprising:

determining whether or an extent to which an object in the three-dimensional virtual world is of interest to the user by analyzing a history of past actions of an avatar in the world with respect to objects in the three-dimensional virtual world, the objects including the object, where the past actions comprise actions of the avatar as it was controlled, moved, or oriented by the user within the three-dimensional virtual world; and

after the determining and responsive to the user controlling the same or another avatar within the same or another three-dimensional virtual world, providing a three-dimensional virtual world scene to the user, where the object determined to be of interest to the user is specifically arranged or presented within the scene according to the user's determined interest or extent thereof in the object.